

Fig. 1

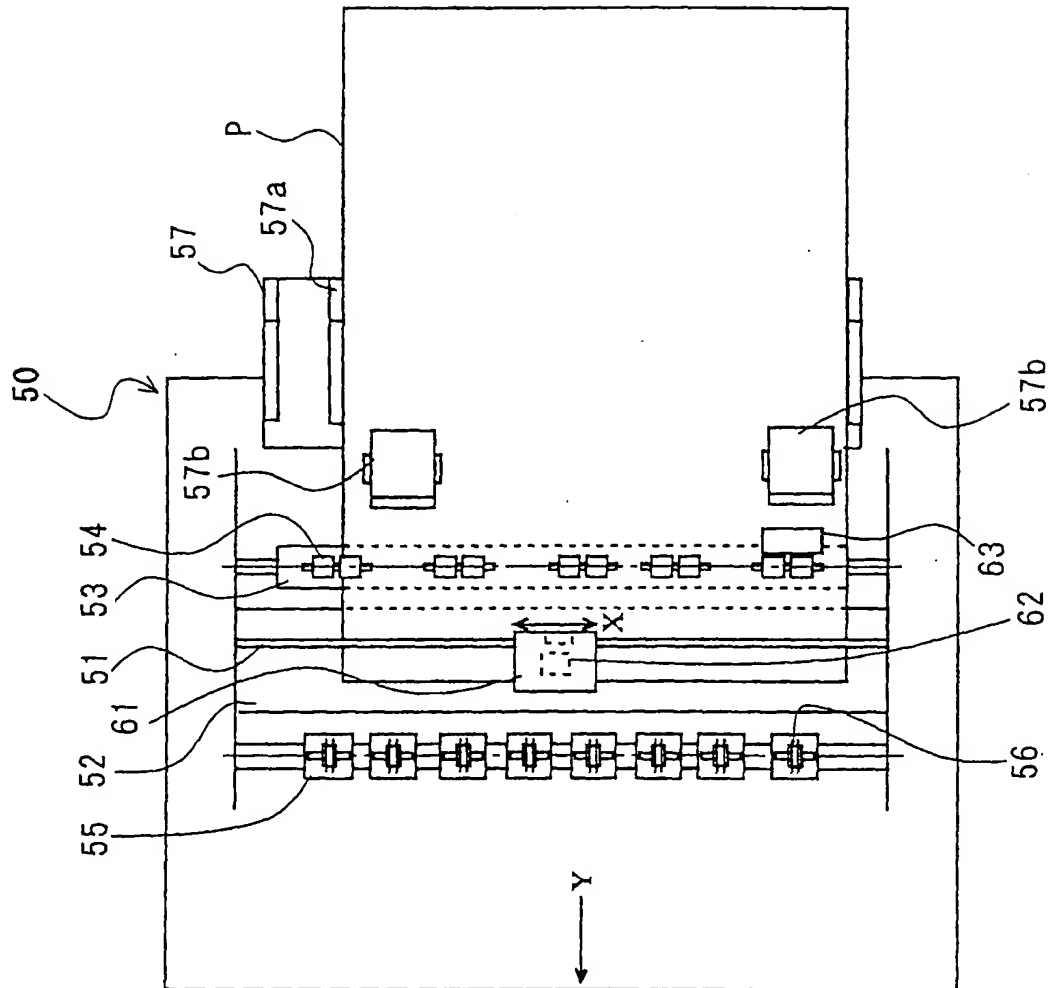


Fig. 3

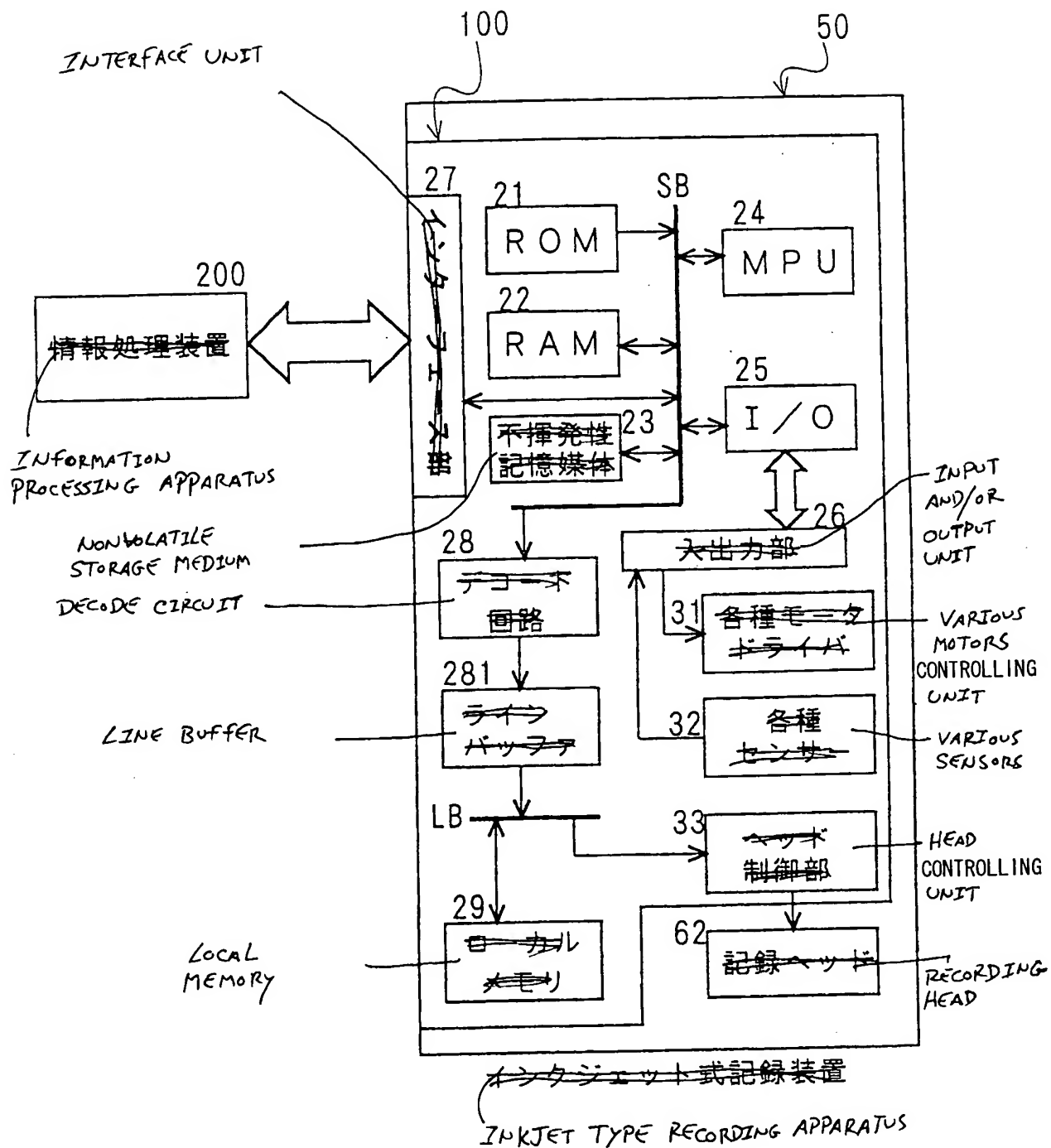


Fig. 4

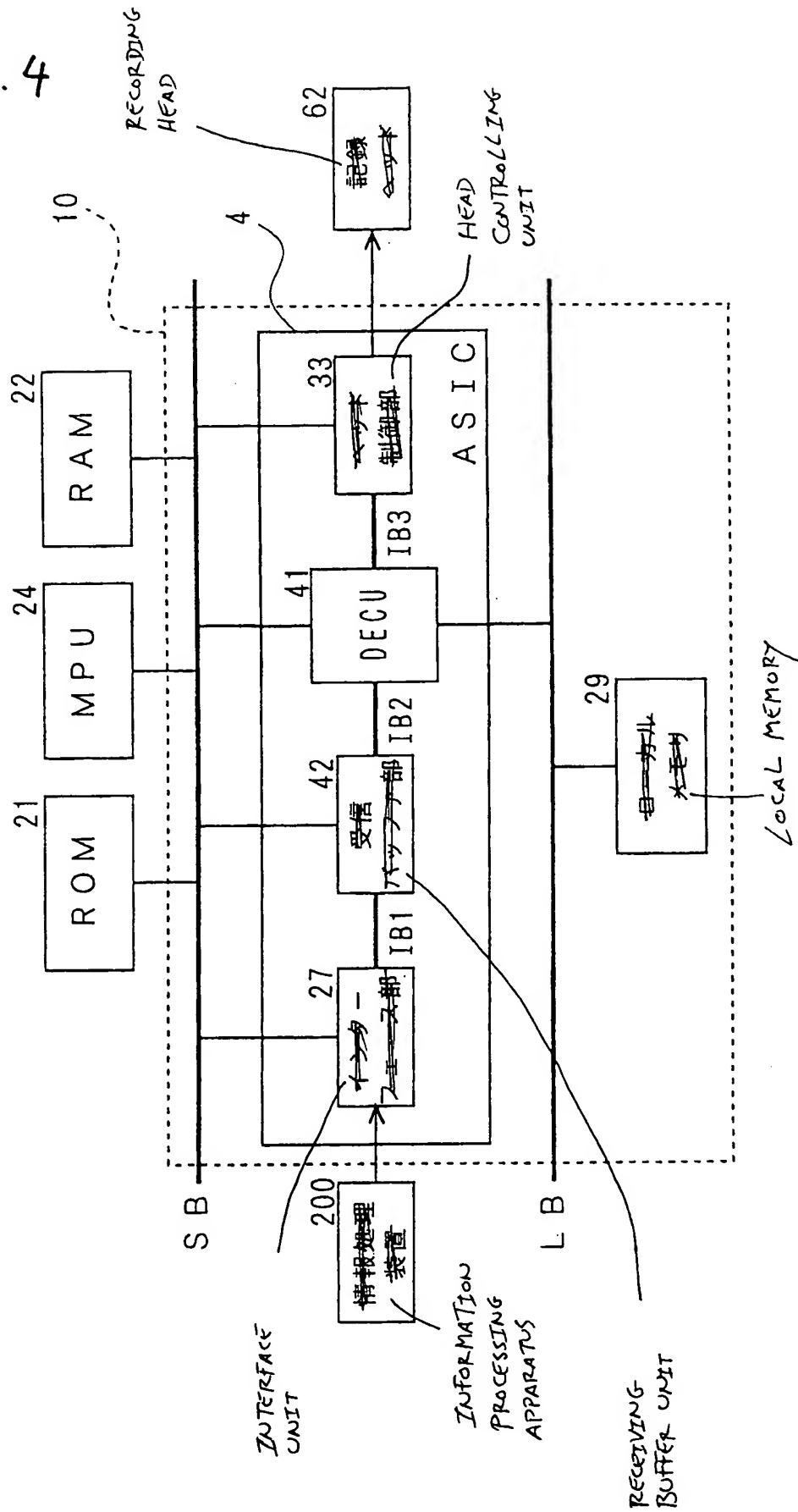
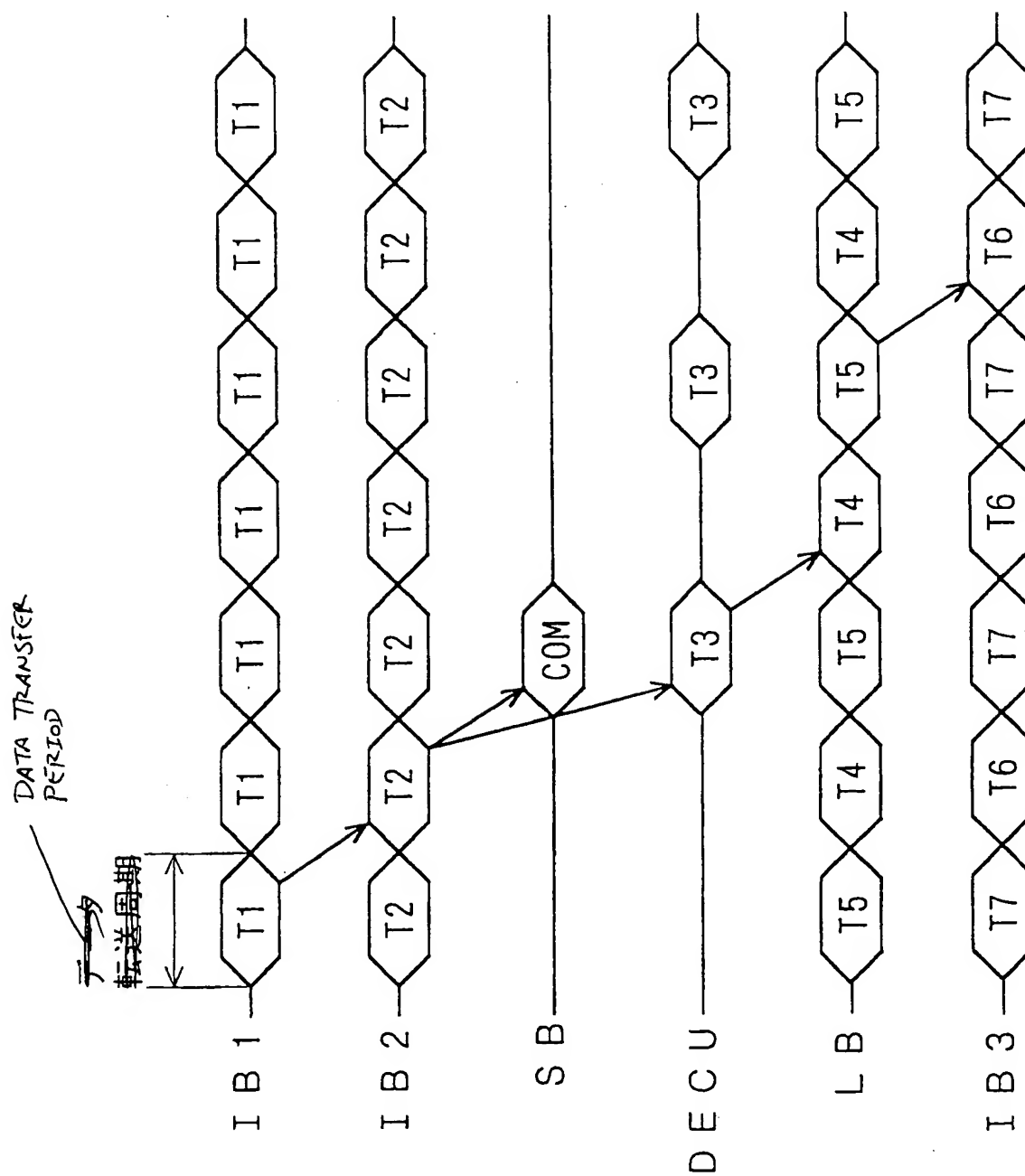


Fig. 5



INFORMATION PROCESSING APPARATUS

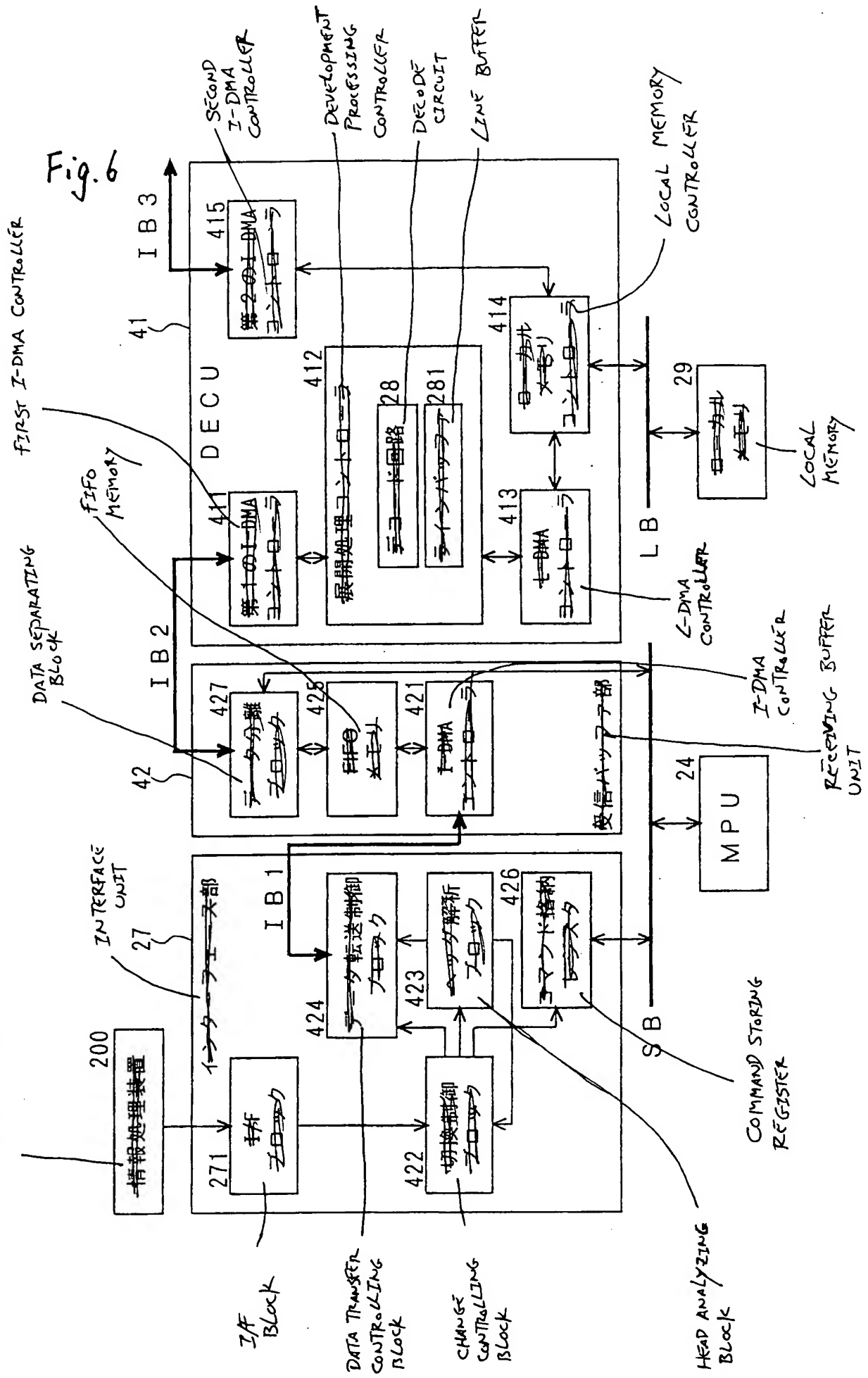


Fig. 7

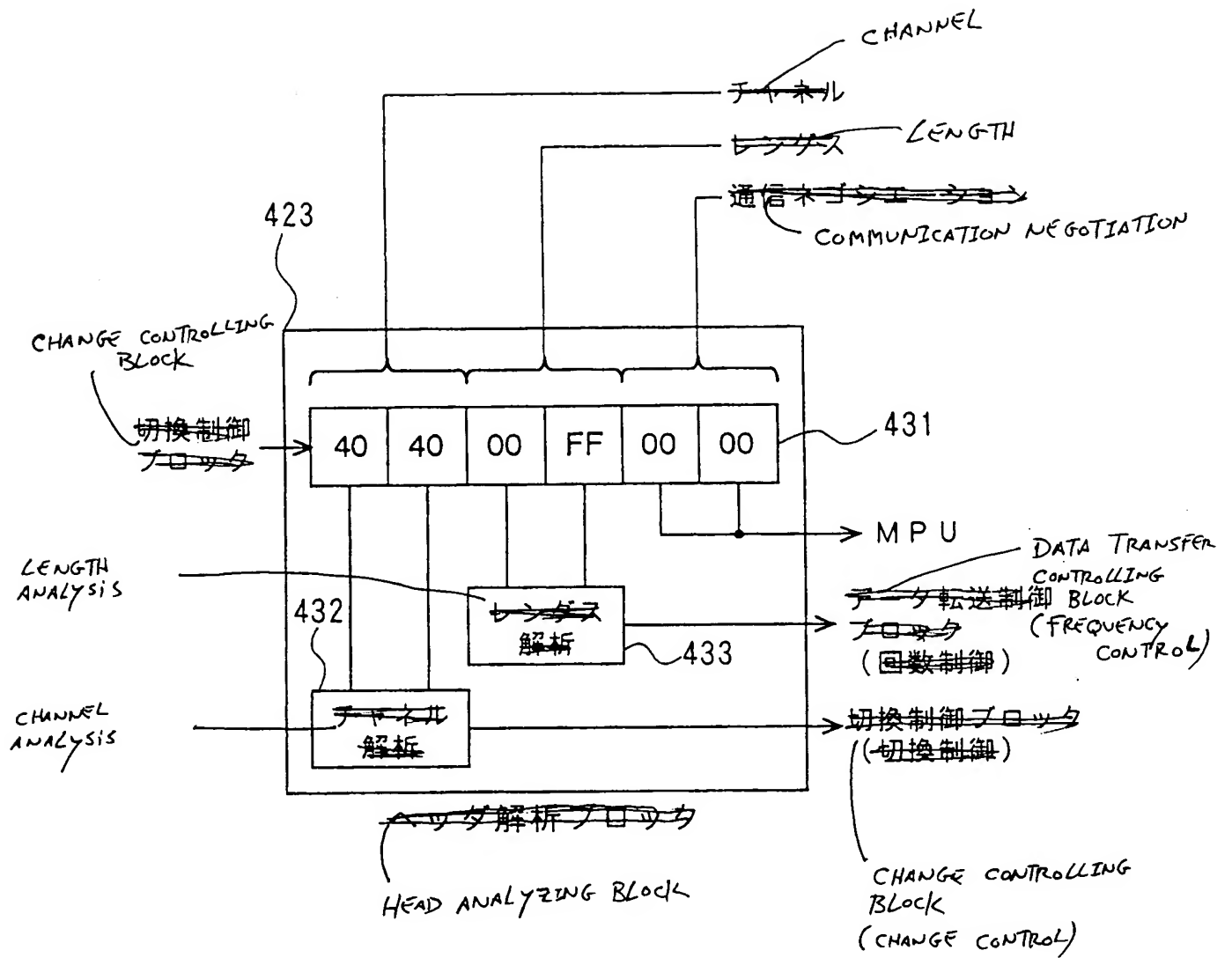


Fig. 8

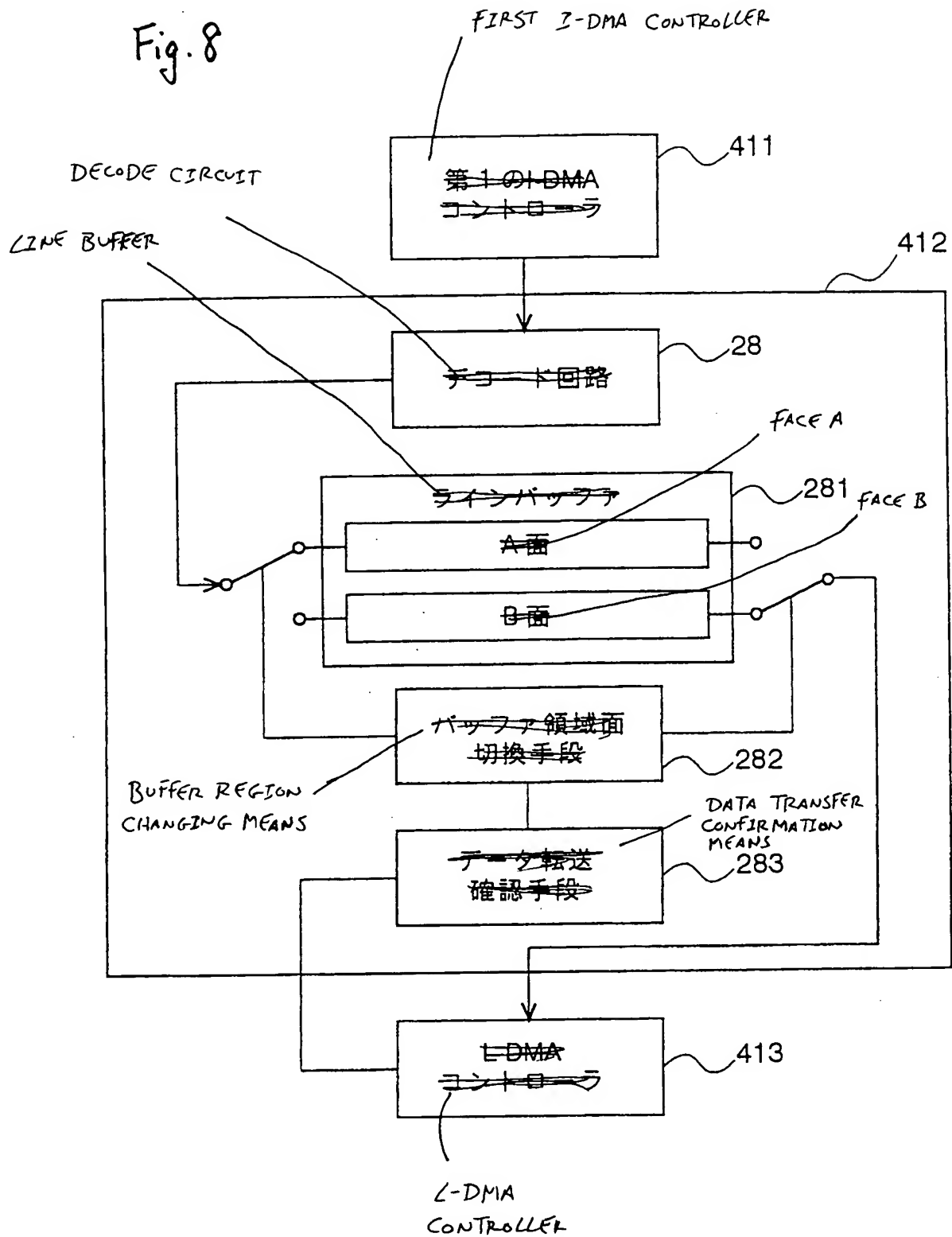
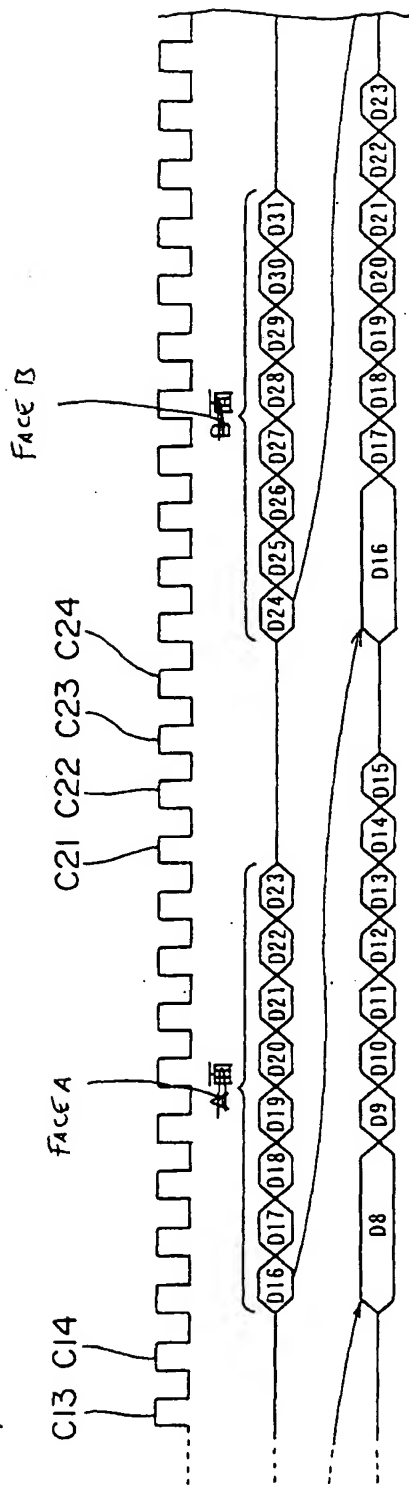
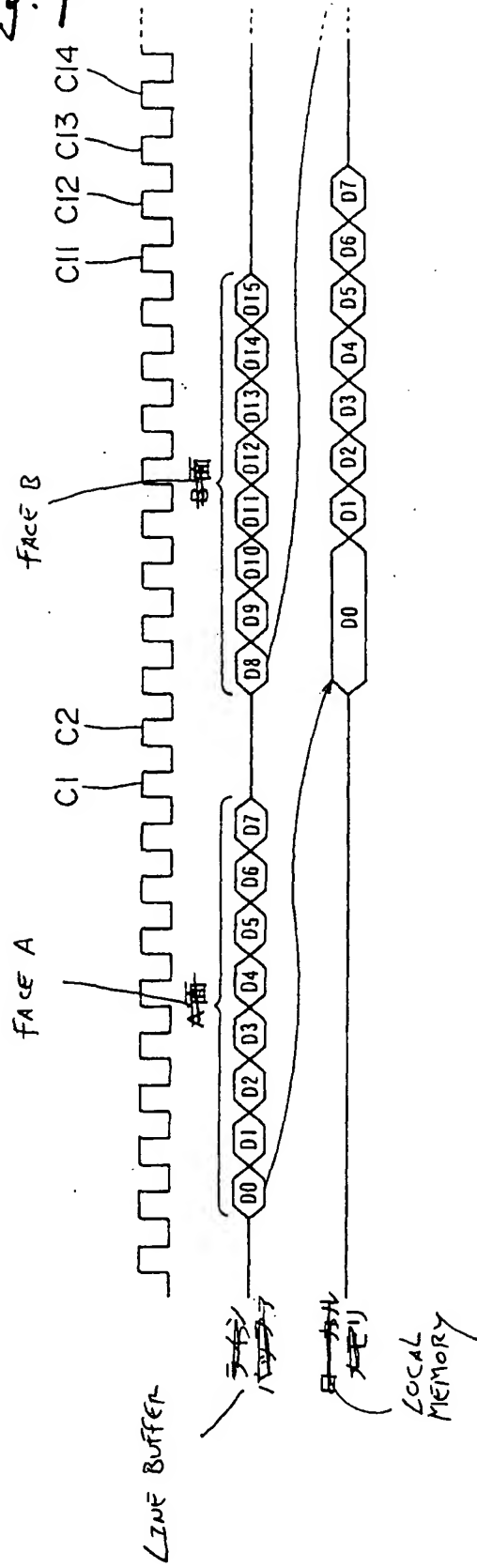


Fig. 9



OPERATION CONDITION

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS

LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS

NUMBER OF BYTES IN 1 LINE: 16 BYTES

Fig. 10

動作条件

メインメモリ側 / ランレングスデータの開始アドレス 偶数アドレス

ローカルメモリ側 / イメージデータの開始アドレス 偶数アドレス

1ラインバイト数: 16バイト

MAIN
MEMORY

TRANSFER S1

DECU

FE 01	転送S1 →	FE 01															
03 02	FACE A →	A面	01 01 01														
78 55	FACE B →	B面															
44 FB	転送S2 →	03 02															
FF FE	TRANSFER S2	FACE A →	01 01 01 02														
11 06	FACE B →	B面															
66 12	転送S3 →	78 55															
77 45	TRANSFER S3	FACE A →	01 01 01 02 78 55														
89 10	FACE B →	B面															
55 FB	転送S4 →	44 FB															
10 FA	TRANSFER S4	FACE A →	01 01 01 02 78 55 44														
20 08	FACE B →	B面															
12 13	転送S5 →	FF FE															
14 15	TRANSFER S5	FACE A →	01 01 01 02 78 55 44 FF FF FF FF FF FF														
16 17	FACE B →	B面															
18 19	転送S6 →	11 06															
20 FD	TRANSFER S6	FACE A →	01 01 01 02 78 55 44 FF FF FF FF FF FF 11 11 11														
11 02	FACE B →	B面															
98 B0	転送S7 →	66 12															
F2 FC	TRANSFER S7	FACE A →															
AB 03	FACE B →	B面	66 12														
FF FE	転送S8 →	77 45															
FC FD	TRANSFER S8	FACE A →															
FE FF	FACE B →	B面	66 12 77 45														
TRANSFER S9			転送S9 →	89 10													
	FACE A →	A面															
	FACE B →	B面	66 12 77 45 89 10														
TRANSFER S10			転送S10 →	55 FB													
	FACE A →	A面															
	FACE B →	B面	66 12 77 45 89 10 55														
TRANSFER S11			転送S11 →	10 FA													
	FACE A →	A面															
	FACE B →	B面	66 12 77 45 89 10 55 10 10 10 10 10														
TRANSFER S12			転送S12 →	20 08													
	FACE A →	A面	20 20 20 20														
	FACE B →	B面	66 12 77 45 89 10 55 10 10 10 10 10 20 20 20														

TRANSFER W1




TRANSFER W2



DECU

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SETTING CONDITION
 NO VERTICAL LINE REARRANGEMENT
 TOTAL NUMBER OF DEVELOPMENT BYTES: 64 BYTES (16x4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

Fig. 12

設定条件
 ライン縦並び変換なし
 総展開バイト数: 64バイト (16x4)
 1ラインバイト数: 16バイト
 展開ライン数: 4ライン

~~ローカルメモリ~~ LOCAL MEMORY

FIG. 12A

(a) W1 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 12 B

(b) W2 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 12 C

(c) W3 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 12 d

(d) W4 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
11 98	B0 F2	ABAB	ABAB
AB FF	FE FC	FD FF	FF FF

Fig. 13

